

Title (en)
SIMPLIFYING AND CODING A SOURCE MESHING

Title (de)
MASCHENVEREINFACHUNG UND KODIERUNG VON MASCHEN

Title (fr)
SIMPLIFICATION ET CODAGE D'UN MAILLAGE SOURCE

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Abstract (en)
[origin: WO0008603A1] The invention concerns a method for coding an original source mesh (M) representing a three-dimensional object, which consists in determining a simple mesh (Mo) having a reduced number of facets each defined by vertices and edges, then coefficients in a wavelet base, corresponding to the local modifications of said simple mesh (Mo). The determination (11) said simple mesh (Mo) comprises the following steps: detecting in said original mesh (M) at least one line of discontinuity and assigning said line of discontinuity to at least one of the facets of the simple mesh (Mo) to be an edge thereof.

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